

The Canadian Pony Club
CENTRAL ONTARIO REGION
PRINCE PHILIP GAMES AND MASTERS RULES

Prince Philip Games is a commitment by all team members (players and captains) and their parents. All players must have their D level. The Canadian Pony Club Rules for Prince Philip Games and Masters Games 2003 shall be followed with the exception of these local Central Ontario Rules.

III TEAMS

- COR Teams are classified into four levels: A, B, C & Masters. If a branch cannot field a full team of 5 riders, then riders from other branches, who also cannot field a full team from within their own branch, may form a mixed team. See Section III TEAMS, Rule G.
- A and B team trainers (Coaches) are not allowed in the playing area while games are in progress. They may, of course, consult with their respective teams between games. See Section III TEAMS, rule "c". Team trainers may not coach while a game is in progress.
- An older pony club member, who is not a Coach, (age at the discretion of the regional PPG Chair and the Chief Steward) may stand in during the games to assist the C's and B's (e.g. holding an unruly pony behind the 6 yard line). See Section XIII GENERAL RULES, Rule "3". They may not coach or assist with the game or pass any prop unless it is a C rider. Preferably they should stay away from the "pass" ponies. If a club cannot provide a non-riding captain, the coach may act as the non-riding captain.
- Meets will involve teams whose Branches have submitted their entry forms of riders per team and have paid the applicable fees. Should a Branch field more than one team within the same division, they will be registered as Team 1, 2, etc and a separate entry form will be required for each team listing the registered riders for that team. Substitution of riders between these branch teams will only apply as listed under the heading Substitutions and must be pre-approved by the regional PPG Chair.
- Branch DCs or PPG Chairs are to contact the regional PPG Chair if they have any special requests.

MASTER TEAMS

- Riders 15 years of age as of January 1st of the current year that are not beginner riders as described below under C teams, are required to ride in the Masters Division as per National Master Rules.

A TEAMS

- Riders can lead another pony and should be able to vault onto their pony.

B TEAMS

- For riders who are too old or experienced for C but not yet ready for A.
- First year games riders, 15 years of age or over as of January 1st of the current year, who need a year of games experience before participating at the Masters level. Must be requested by the branch DC and PPG Chair, and approved by the regional PPG Chair.
- Riders do not play any games which require leading another pony.

C TEAMS

- Those who have not reached their 11th birthday as of January 1st of the current year.
- First year games riders, under 15 years of age as of January 1st of the current year, who are walk/trot only. Must be requested by the branch DC and PPG Chair, and approved by the regional PPG Chair.
- Age dispensation for disabled C riders: They can stay at C level. Must be requested by the branch DC and PPG Chair, and approved by the regional PPG Chair.
- Riders do not play any games which require remounting.
- Riders may be led on a lead shank, but leader and pony may only walk.
- Riders may have a runner accompany them with no lead shank. The runner (or above leader) can pass the rider a dropped prop or reset a knocked over prop, however, the rider must return to that point. If

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the runner contacts the pony or rider, other than handing back a prop, the pony and rider must walk the remainder of the race. The runner is to stay at the shoulder of the pony, not in front of the pony.

- Ponies must not canter. If a pony canters, the rider must return to the starting point of the canter and continue at a walk or trot from that point.

SUBSTITUTIONS

- Meets will involve those teams whose branches have submitted complete team lists and paid the applicable fees.
- Teams advancing to the Zone championships will be selected by the regional PPG committee. Selected teams that do not confirm their ability to attend may be replaced by previously unselected teams at the discretion of the regional PPG committee.
- A team may substitute a pony at any time, as long as the new pony satisfies tack and height restrictions, and the pony/rider combination satisfies weight restrictions.
- A team may substitute a rider at any time to cover injury, illness or other legitimate absence (e.g. broken leg, family vacation, illness or death in the family).
- A substitution may be made by 'moving up' a rider from the next lower level (e.g. an A team player to Masters), however, the rider can only move up in this manner once in the calendar year and retain his/her lower level status.
- The need for a rider substitution must be communicated to the appropriate regional PPG committee contacts as soon as known (preferably before the day of the competition) and must be approved by:
 - a) the regional PPG chair
 - b) the regional PPG committee for the regional championships before the substitute rider may be used in a competition.

IV ENTRIES

- At each meet, prior to the competition, coaches must declare riders and ponies to a designated person, who will have a master list of all entries. This person may be the tack check person or someone appointed by the games committee.

V AREA MEETINGS

- Up to 3 regional meets will be hosted by various branches where teams will accumulate points.
- Meets are normally held on Sundays starting at 10 a.m. Everyone should be on hand and ready for the steward's meeting at least half an hour before the start time.
- The order of competition shall be C, A, B and Masters, unless otherwise communicated.
- A and Masters teams compete in 8 races. The number of games at the B & C level are at the discretion of the PPG committee.
- Parent volunteers are required at each meet from each branch to assist with line/lane judging, prop changes, etc. The DC or PPG Chair of the teams competing will be responsible to submit the names of the team volunteers for line/lane judging prior to the steward's meeting at each meet. Volunteers are expected to work during the C-A or B-Masters competitions (i.e. approximately 2 hours).

X DRESS AND SADDLERY

- Anti-grazing reins are not permitted.
- It is strongly recommended that safety or hinged stirrups be used with a 1 inch foot clearance be used.
- For COR meets - the following bits will be allowed at all levels. A slow twisted snaffle or a jointed kimberwick with flat chain fit with a minimum of two fingers between the chin and the chain. Reins must be attached to the ring not in the slots of the bit.

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XIII GENERAL RULES

- Hand-overs from one rider to the next must take place behind the line i.e. the whole of the next rider and pony (i.e. 4 hoofs) must be behind the line until the previous rider and pony has crossed it, *or until s/he has handed over the baton or other article*. Should the next rider cross the line too soon, the team will be eliminated unless s/he returns to correct the error.
- The Spare Event can be the Tie Breaker.
- It is recommended that all teams behind the start/finish line leave run out room for incoming riders/ponies.
- All riders should be facing the field of play at all times during the running of the games.
- A Ground Jury will be monitoring the field of play for unnecessary roughness and any other safety concerns and will report to the Steward. Complaints should be directed through the team's Branch representative.

HOST BRANCH RESPONSIBILITIES

1. Check out the meet location in advance to ensure safe and sufficient enclosed area for the primary games space (230' x130' minimum for 5 teams) and a warm up area.
2. Provide a map to the meet location to the regional PPG chair.
3. Arrangement with the regional PPG chair for the pick up and return of props.
4. Mark the enclosed games area, as per the National rules arena plan, for placement of equipment.
5. Identify the Warm Up and Tack Check areas.
6. Post a list of the games order for the day and post scores after each competition is complete.
7. Provide additional volunteers as follows:
 - 1 Chief Steward
 - 1 Announcer (with sound system)
 - 1 Starter (with starter's flag and whistle)
 - 1 Games area gate person
 - 1 Warm Up area supervisor (when area is in use)
 - 1 Tack Check person (a knowledgeable person should be available at least 15 minutes prior to the start of each competition)
 - 1 Props change person per lane
 - 1 Lane Judge per lane (with rule violation cards/paddles)
 - 2 Scorers (with score sheets, pencils and clip boards)
 - 2 Change Over Line Judges
 - 2 Centre Line Judges
8. Convene volunteers prior to the C and B competitions to discuss any questions (e.g. duties, rules).
9. Provide a food booth for sale of drinks & lunches for riders, officials, volunteers and spectators.
10. Provide water and clean washrooms (with sufficient toilet paper).
11. Qualified medical response personnel must be on hand during the meet.
12. Farrier and vet on call arrangements should be made.